

59th Annual

Spring Intercollegiate Woodsmen's Competition Finger Lakes Community College

Lincoln Hill Campus

Canandaigua, New York 14424

Friday, April 22 and Saturday, April 23, 2005

Official Rules

Meet Director Marty Dodge

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Head Judge

Mark Schaub

Announcer

Kevin Holtz

Head Score Keeper

Jessica Morgan

Canoeing Events

**Singles Obstacle
Doubles Obstacle
Portage**

Singles Events

**Axe Throw
Chain Saw
Fly Casting for Accuracy
Super Swede
Pole Climb
Single Buck**

Doubles Events

**Fire Build
Cross Cut to Hell
Standing Block Chop**

Triples Events

**Horizontal Chopping
Quarter Splitting**

Team Events

**Cross-cut Sawing
Buck-sawing
Log Roll
Team Pulp Throw
Packboard Relay**

Schedule

Thursday, April 21 Socha Pavillion

2:00 Team Registration; Stihl Timbersports Collegiate Program Competitor's Registration

8:00 Captain's Meeting

Friday, April 22 Competition Field

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7:00 Stihl Timbersports Collegiate Program Competitor's Registration
8:00 Opening Ceremony
 Kevin Holtz Master of Ceremonies
 Welcome
 Monica Hall FLCC Student
 American National Anthem
 Canadian National Anthem
Marty Dodge Coach, Finger Lakes Community College Woodsmen's Team
 Remarks
Dave Jewett Stihl Timbersports World champion; FLCC Alumnus
 Underhand chop
Matt Bush Stihl Timbersports World champion; Paul Smith's College Alumnus
 Standing Block Chop
8:15 Stihl Timbersports Collegiate Program

Friday, April 22 Lincoln Hill Pond

9:30 Singles Canoe
 Portage Canoe
 Log Roll
 Pulp Toss
 Fly Casting
 Fire wood splitting
 Birling practice
12:00 Birling Challenge The Great Alaskan Lumberjack Show
1:00 Doubles Canoe
 Log Roll
 Pulp Toss
 Fly Casting
 Fire wood splitting
3:00 Packboard Relay

Saturday, April 23 Competition Field

8:00 Axe Throw
 Chain Saw
 Super Swede
 Pole Climb
 Single Buck
10:00 Fire Build
 Crosscut to Hell
 Standing Block Chop
12:00 Springboard Demonstration Lunch Break
1:00 Cross Cut Sawing
 Buck Sawing
3:00 Horizontal Chop
6:00 Banquet and Awards Ceremony College Dining Hall

General Rules

1. Teams earn points in each of nineteen events according to their performance. The team with the highest total will win its division (men, women, etc.)

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2. Official teams will consist of six contestants plus an optional alternate who may replace an injured teammate for the duration of the competition. All contestants must be enrolled undergraduates at the school they represent. The head judge must approve all replacements.
3. In the case of alumni teams, substitutions may be made freely.
4. Each individual on a team will compete in one of the **Singles** events, one of the **Doubles** events, one of the **Triples** events, all five of the **Team** events and one **Canoe** event.
5. If a team feels an error has been made in judging or scoring, the captain of that team should notify the head judge in writing as soon as possible. Forms will be available from the head judge. Discrepancies will be resolved by the head judge. The head judge has the final say in any questions or disagreements.
6. Women's teams will use lighter log rolling, and team pulp logs. Also, women's teams will use 25 pound weights (instead of 35 pound) in the pack board race, and a smaller log in the single bucking event. Because of these differences, men's and women's teams will be scored separately. Mixed teams will compete as men's teams. Alumni teams will be scored with the undergraduate teams of the same sex, but only undergraduate teams will be awarded trophies.
7. The raw data from each event will be adjusted to a 100 point maximum scale. Thus, the best score for each event for an undergraduate men's or women's team will be assigned 100 points, and lesser scores will be calculated proportionately. (A team that takes twice as long as the fastest team in pulp throw will receive 50 points, and a team that takes three times as long will receive 33 1/3 points, etc.) Where appropriate, times will be corrected based on log diameter.
8. FLCC will provide water boiling cans, soapy water, matches, weights for the packboard race, the chain saw and safety equipment for the chain saw event (face shield, hard hat and leg protectors), belay system for the pole climb and all of the wood for the contest. Special notes on equipment are covered in separate event rules. Note: each school has the option of bringing its own sawhorses or of using the sawhorses provided by FLCC.
Each school must provide a pair of load binders and chains if use of the FLCC provided sawbucks is elected.
9. Positions and wood allocation will be determined by drawing lots at the first captains' meeting. For the vertical chopping, speed chopping, cross-cut, and buck sawing events each team will be given the same length of wood. Teams may use their wood in any way but they will not get extra wood if they run out.
10. FLCC will not be held liable for accidents which might occur before, during, or after the

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contest. All persons must execute the assumption of risk form before participating in the competition.

11. **SAFETY PRECAUTIONS:** All competitors in speed chopping, splitting, vertical chopping and the axe user in fire build are required to use protection on their legs and feet. Eye protection and chaps must be worn for the chainsaw event. Failure to comply with safety regulations will result in disqualification for the event in question. Note: alumni teams must also wear guards. Personal flotation devices must be worn in the canoe events. No one other than competitors and officials will be permitted within the fenced off areas while chopping and splitting events are in progress. Heats will not start until all unofficial persons are outside the barriers.
12. **STARTS:** For all timed events the starting cadence will be:
"Contestants ready?"
"Judges and timers ready?"
"3-2-1-GO!"
13. **FALSE STARTS:** In an effort to deal fairly with false starts the following procedures will be used:
 - a) In the packboard relay, tree climb, team pulp, and log rolling the judge will quickly stop the contest and instruct everyone to prepare for a fresh start if a team begins too early.
 - b) In vertical chopping, cross-cut and buck sawing, speed chopping, splitting, single bucking and fire building, the time will start on the word "GO" or when the saw or axe first cuts the wood, whichever comes first. Also, in all events which use an axe, the axe must be in contact with the wood during the countdown until the count of "1". On the count of "1" the axe may be started in its initial swing. The purpose of this starting procedure for the axe events is to get everyone off to a uniform start.
14. If any contestant(s) cannot finish any timed event they may stop the event by telling the judge. They will receive a time of 10 minutes plus penalties as appropriate. To prevent dangerous fatigue and to expedite the contest, a time limit of ten (10) minutes will be imposed for **all** timed events except as noted below. In the event that the contestants reach the time limit, they will be given a time of 10 minutes plus penalties as appropriate. A limit of 3 minutes will be imposed for the pole climb event. A time limit of 15 minutes will be imposed in the fire build and in the pack board race.
15. It is the intent of these rules to provide penalties for rule infractions. Disqualifications may result only from cheating, gross violations, or unsportsmanlike behavior. The Head

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Judge is the only person who may disqualify an individual or a team. In all cases it is the intent of the rule that will be used to interpret possible violations.

16. In the sawing events, a complete cut is defined as one where the kerf made by the saw passes completely through the log. Broken cookies count if they can be put together to make a full disk, and cut-outs can be restarted. Cookies dangling by a sliver or bark strip shall be considered full cookies.
17. Time for sawing events will stop when the last cookie comes free from the log.
18. In the sawing events a new saw may be used only if the original saw breaks or falls apart. Spare equipment may be held only by the officially designated alternate.
19. Competitors may not try out the events prior to the real competition. For example, no one may paddle the canoe course, roll the rolling log, throw an axe at the target, or test the weight of the pulp logs before their official turn. (Saw blades may be tested on your cants, but leave yourself enough for the event).
20. Canoes may be any length.
21. Canoes must be marked with the school name so that the judges will not confuse boats from different teams.
22. In the canoeing events, the paddles may not be double-bladed or used with a lock or any type of mechanical attachment.
23. Personal flotation devices must be worn during the canoeing events.
24. Upon completion of each event one competitor must sign the Judge / Timer sheet to acknowledge the time and penalties as recorded.

Canoeing Events

#1 Singles Canoeing

- A Description:** The purpose of this event is for two competitors to canoe a course for speed. One person paddles the first half then the canoe is passed to the second person who canoes the second half.
- B. Set-up:** The course will be defined by colored floats and other markers. Maps of the course will be handed out to contestants at the captain's meeting.

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C. Procedure:

1. Prior to the start, the first contestant will be in the canoe. One of the canoe officials will hold the stern of the canoe against the starting dock with a boat hook. When the contestant is ready, the judge will give the countdown. The canoe will be released on the word go.
2. The time for the event begins on the word go.
3. The contestant will paddle the first half of the course, as defined by the floats. Penalties will be assessed for passing a float on the wrong side or not following the correct course (see Scoring, below).
4. At approximately the halfway point an exchange area will be marked. The second canoe person will take over at this point.
5. The second contestant will complete the course in the same fashion as the first. Timing will stop when the canoe completely crosses the finish line marked by two floats.

D. Scoring: A team's score for Singles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties as follows:

1. Passing a float on the wrong side of the canoe: 30 seconds per float. Note: no penalty will be assessed for submerging a float as long as it does not show on the wrong side of the canoe.
2. Skipping a float entirely: 60 seconds per float.
3. Going around a float the wrong way (eg. counterclockwise instead of clockwise): 30 seconds per float.

#2 Doubles Canoeing

A. Description: Doubles is the same as Singles Canoeing except that two people working together paddle a canoe around the course. No exchange is made.

B. Set-up: The set-up is the same as for Singles Canoeing. The course will be similar but not exactly the same.

C. Procedure: The procedural steps are the same as in Singles Canoeing, except that no exchange has to be made and two people paddle the canoe over the complete course.

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D. Scoring: A teams's score for Doubles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are the same as in Singles Canoeing.

#3 Portage Canoeing

A. Description: The purpose of this event is for two people to paddle and to carry a canoe and paddle around a land and water course for speed. One person does the first half, then the canoe and paddle are passed to the second person who finishes the course.

B. Set-up: The water portion of the course will be marked by floats, and the land portion will be marked by flags, tape, signs, etc. Teams supply their own canoes and paddles.

C. Procedure:

1. The first leg of the course will start on land. On the word go, the first contestant will launch the canoe into the water and begin paddling.
2. The course will have a mix of land and water legs. At approximately the halfway point an area on land will be marked where the first contestant will pass the canoe and paddle to the next contestant.
3. The time for the event stops when the second contestant, the canoe and the paddle cross the finish line.
4. The contestants may not be physically assisted while they are on the course. (However, teammates may run along with the contestants and offer guidance and spiritual help but must not interfere with other competitors. Also, both contestants may be touching the equipment at the exchange area.)

D. Scoring: A teams's score for Portage Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are as follows:

1. Missing a float or straying off the land course: 30 seconds each infraction.
2. Finishing without the canoe or the paddle: 2 minutes each infraction.
3. Receiving physical assistance from another person: 1 minute each infraction.

Singles Events

#4 Axe Throw

A. Description: Contestants will throw an axe at a vertical target.

B. Set-up: The target will be a cross-section cut of a large log, with the center 5' above the

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ground. The contestants may use any axe with a bit no wider than 6", total weight no less than 2.5 pounds and a handle length of no less than 24"; they will throw from a line 20' in front of the target.

C. Procedure:

1. Each contestant will be allowed two practice throws before taking his or her five official throws.
2. The axe must remain stuck in the target until removed by the judge for the throw to count.
3. A throw landing across two different scoring areas will be awarded the higher score.
4. Crossing the foul line before the axe hits the target will result in no score for that throw.

D Scoring: The score for this event will be determined by the contestant's total points for five throws. The scoring break down is as follows:

3" diameter (bull's eye)	6 points	21" diameter ring	3 points
9" diameter ring	5 points	27" diameter ring	2 points
15" diameter	4 points	33" diameter ring	1 point

A tie for first place will be resolved with a throw off.

#5 Chain Saw

A. Description: The contestant will make the required cuts in an 8" x 8" white pine cant with the saw and chain provided in the shortest time possible.

B. Set-up: A 6" knot-free length of cant fastened to a saw buck will be allotted each contestant. Contestants must wear protective gear provided (face shield and chaps) or use their own.

C. Procedure:

1. Contestants will start with hands free from the saw which will be running at an idle speed on the ground.
2. On a combined visual and verbal signal from the judge, the contestant will bring the saw up to the cant, make one cut half way up from the bottom of the cant to the middle of the cant as marked by the judge, one cut down from the top to meet the up cut and then one down cut to pass entirely through the cant.
3. One practice cookie will be permitted but must be made within the total 6" length of cant allotted.
4. Cutouts may be re-sawn but must remain within the 6" of wood allotted.

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D. Scoring: The elapsed time will from the signal go until the cookie comes free from the cant. Should the down cut not meet the up cut, the competitor must continue sawing downward without any twisting of the saw bar until the cookie comes free. Penalties for cutting beyond the six inches allotted or twisting the saw in the cut: 30 seconds.

#6 Fly Casting For Accuracy

A. Description: One contestant shall cast a fly with a fly rod, line and leader at a target floating in the water.

B. Set-up: The contestant shall provide the fly rod and the line. Any type of fly rod and line may be used. The judge will provide a six foot monofilament leader with a one inch loop on one end and a one inch section of red shoelace tied to the other end. The contestant will tie the line to the leader loop. The contestant will stand behind a line at the water's edge and cast towards two floating targets; one fixed at 30' from the line and one fixed at 40' from the line. The targets will be bicycle tire inner tubes approximately 20" in diameter.

C: Procedure:

1. The contestant will position himself or herself behind the line and signal the judge when ready.
2. The contestant will have one minute to practice casting toward both of the targets.
3. After one minute, the judge will call stop to the practice time. The contestant will retrieve the line from the water and prepare for the actual casts.
4. The contestant will signal the judge when ready and begin the four scoring casts. The contestant will have two minutes to make four casts; two casts at the 30' ring and two casts at the 40' ring. Time will stop if equipment malfunctions.
5. To count as a hit, the "fly" must land and stay in the ring; it cannot be pulled into the ring after the line and leader hit the water. A hit will be scored only when the rod motion has stopped; touch and go casts will not count as hits.

D. Scoring: A hit shall count as 25 points; the total possible score will be 100 points.

#7 Super Swede Saw

A. Description: One contestant shall saw four cookies from a square white pine cant with a bowsaw as fast as possible.

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B. Set-up: A 10" section of clear white pine (8"x8") will be fastened to a sawhorse. Any type of bow saw may be used.

C. Procedure:

1. The individual shall make four complete cuts.
2. Cut outs may be recut but must be removed from the marked area.
3. Time for this event will stop when the fourth cookie comes free of the log.

D. Scoring: The individual score will be determined by the total elapsed time for the four complete cookies. A 30 second penalty will be imposed for each incomplete cookie and for going over the 10" mark.

#8 Pole Climb

A. Description: In this event the contestant climbs a pole as fast as possible.

B. Set-up: The climbing pole will be a used softwood utility pole, about 12" in diameter at the base and about 30' tall or a live pine tree of similar size. A bell will be attached to the pole below the top. Any type of spikes are permitted; belts are optional. All climbers must be belayed. FLCC will provide the belay system and the same belay person for each contestant in a given division.

C. Procedure:

1. Contestants start with both feet on the ground. The contestants spikes may not be touching the pole before the start.
2. At the starting signal, the contestant climbs the pole and rings the bell at the top to stop the clock.
3. Time for this event will also stop if the contestant tells the judge that he or she quits or if the time exceeds the limit of three minutes.

D. Scoring: The score for this event will be determined by the time it takes to complete the event. If a contestant cannot reach the top or takes more than three minutes he or she will receive a time of three minutes for this event.

#9 Single Bucking

A. Description: One individual will make one cut through a log in the shortest time possible using a cross-cut saw.

B. Set-up: A turned white pine cant will be mounted on a saw horse so bottom of the block will be approximately 18" from the ground. The men's block will be 16" in diameter; the women's block will be 12" in diameter. Three inches of clear wood will be allotted to

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each competitor. Any type of cross-cut saw may be used as long as it does not have a frame (like a bucksaw) and it can be used by an individual.

C. Procedure:

1. The individual will signal the judge when he or she is ready to begin.
2. The competitor will make one cut with the saw until the complete cookie comes free from the log.
3. A starting cut of six circumference inches will be allowed.

D. Scoring: Score for Single Bucking will be determined by the total elapsed time taken to make one cut, plus additional time for penalties as follows:

1. Cut not meeting the requirements of a full cut: 30 seconds.
2. Using more than the allocated wood: 30 seconds.

Doubles Events

#10 Fire Building

A. Description: In Fire Building two contestants build a fire to boil a given amount of soapy water in the shortest possible time.

B. Set-up: Each team will be provided with a two split bolts of basswood, three wooden matches, and a tin can with a wire handle. Just before the contest, each team will receive a measured amount of soapy water. Each team may use a knife and an axe to cut and split their firewood. The can may be supported using any technique (including another axe), and teams may build their fire and split on white pine cookies.

C. Procedure:

1. On the starting signal the contestants will split their wood and build a fire to heat the soapy water.
2. If the competitors cannot start their fire with the three original matches, they may get extra matches (one at a time) from the head judge.
3. If any water is spilled from the can during the event, the entrants must get a complete refill from the judge. No extra wood may be used.
4. The can must be supported so that it remains upright during the event.
5. The time for Fire building will run from the starting signal until the water boils over the edge of the can.
6. A time limit of 10 minutes will be imposed for this event.

D. Scoring: Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:

1. Spilling water and not getting a refill: 8 minutes
2. Using wood not from the original bolt: 8 minutes
3. Tilting a can, or not righting a tilted can: 30 seconds

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#11 Cross Cut to Hell

- A. Description:** Two persons will make nine (9) cuts through a white pine 8" x 8" with a cross-cut saw.
- B. Set-up:** An 8" x 8" white pine cant will be fastened to a saw buck. Each pair of contestants will have 12" of clear wood.
- C. Procedure:**
1. Contestants shall indicate to the judge when they are ready.
 2. Time will begin when the saw hits the wood and shall stop when the ninth complete cookie come free from the log.
 3. Cutouts may be re-cut, provided the re-cut is made within the designated area of the log.
- D. Scoring:** Each teams score shall be determined by the total elapsed time for the nine cookies plus penalties as follows: 30 seconds for each incomplete cookie, 30 seconds for going beyond the 12" mark on the cant.

#12 Standing Block Chop

- A. Description:** Two contestants will chop through a cant, held vertically, for speed.
- B. Set-up:** The cant will be 8" x 8" white pine assigned by lot at the captain's meeting. FLCC will provide set-ups to hold the blocks firmly in place, about 2 feet off the ground. (A reminder: leg protection must be worn.)
- C. Procedure:**
1. When the cant has been set up and the contestants are ready the judge will start the event.
 2. The first contestant will chop half way through the cant as quickly as possible; when the first contestant is half way through, he or she will step out of the way and signal the second competitor to start chopping.
 3. Time will stop when the top of the cant is completely severed from the bottom portion held in the set-up.
 4. If a large piece of the top of the cant should break off during the event (slab), the judge will determine whether or not the contestant actually chopped all the way through. If the competitor was not able to make a complete cut because of the break another cant will be provided by FLCC and the contestants will chop again.
 5. Once the second person begins chopping, the first person may not chop again. Each person may chop only on his or her side.
- D. Scoring:** The time for this event will be determined by the total elapsed time for the contestants to chop the cant plus any additional time for penalties as follows:
1. 30 seconds for two persons chopping at once
 2. 30 seconds if the first chopper takes over for the second chopper.
 3. 30 seconds for chopping on you partner's side of the cant.

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Triples Events

#13 Horizontal Chopping

- A. Description:** Each of three contestants chops through a white pine 8" x 8" cant as quickly as possible.
- B. Set-up:** Each team will make use of some part of their supply of cants for this event. Three chopping cants must be prepared before the event begins and arranged in an area established by FLCC. (Note: teams must furnish their own stands if they want to use stands.) Reminder: foot and shin protection must be worn for this event.
- C. Procedure:**
1. Chopping is run as a relay (competitors working sequentially).
 2. All persons who are not actually competing or acting as judges or timers must be behind the snow fence.
 3. On the starting signal, the first person will chop completely through his or her cant. When the first person has finished, the second person will chop his or her cant, and then the third person will do the same.
 4. The time for this event will stop when the third person has shouted "Time"!
 5. Only one person may be chopping at a time.
 6. After a competitor has finished chopping, he or she may not touch the chopped cant. The judges will inspect the cants after the event to make sure that they were completely severed.
 7. Contestants may not chop a teammate's cant.
- D. Scoring:** Each team's score will be determined by the elapsed time plus any additional time for penalties as follows:
1. Two contestants chopping at the same time: 30 seconds.
 2. Touching a cant before judge's inspection: 30 seconds per infraction.
 3. Any cant not chopped completely
 - a. cant still supports contestants weight without breaking: 60 seconds
 - b. cant has collapsed but not completely separated: 5 seconds.

#14 Splitting

- A. Description:** The purpose of this event is for each of three team members to split two hardwood bolts into pieces small enough to fit through a hole cut in the bottom of an inverted barrel.
- B. Set-up:** Each team will be provided six logs, assigned according to the numbers drawn at the first Captains' meeting. Contestants must use axes; splitting mauls are not permitted.
- C. Procedure:**
1. Splitting is run as a relay with the competitors working separately.

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2. At the starting signal, the first contestant will split two logs in pieces small enough to fit through the opening in the inverted barrel and then stuff all pieces into the barrel. Pieces must fit through the opening and may not be pounded with an axe or another piece of wood.
3. When the first person is finished, the second person works on the next two logs, followed by the third person who works on the final two logs.
4. Only one person may be working at a time.
5. Each person may touch only his or her own logs. Contestants may not touch their logs while another splitter is working.
6. When the third person has completely finished stuffing the log pieces into the opening in the barrel, he or she yells "Time!" and the watch is stopped.

D. Scoring: Each team's score will be determined by the elapsed time plus additional penalty time as follows:

1. The contestants working at the same time (includes handling wood, even if just to look at a piece): 30 seconds.
2. Pounding on a log to force it through the barrel opening: 30 seconds.
3. One contestant touching another contestant's wood: 30 seconds per infraction.

Team Events

#15. Cross-cut Sawing

- A. Description:** The purpose of this event is for three cross-cutting pairs to make a total of nine cuts on square white pine as quickly as possible.
- B. Set-up:** Each team will use a portion of the white pine 8" x 8" cant drawn at the original captain's meeting for this event. FLCC will supply sawhorses for Cross-cut and Buck-sawing, or teams may bring their own. The FLCC provided horses require the use of two chains and load binders which must be provided by each team. Teams may alter the height of the saw horse as desired. Any type of cross-cut saw may be used.
- C. Procedure:**
1. This event is run as a relay (pairs competing sequentially).
 2. All cuts must be complete to count.
 3. At the starting signal the first pair will make three complete cuts and then hand the saw to the second pair. The second pair will make three cuts, followed by the third pair.
 4. The time for this event will stop when someone on the team yells "Time!".
- D. Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:
1. Each incomplete cut (short of the required 9): 30 seconds.

#16. Buck-sawing

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- A. Description:** In Buck-sawing, each team member will make two cuts on 8" x 8" white pine as quickly as possible.
- B. Set-up:** The set-up for this event is the same as for cross-cut sawing. Note that each team must provide a pair of load binders to secure the cant on the FLCC provided horses. Any type of bucksaw may be used.
- C. Procedure:**
1. This event runs as a relay (competitors cutting sequentially).
 2. At the starting signal the first person will make two complete cuts on the cant and then hand the bucksaw to the second person. The second through six competitors will saw two cookies each in the same fashion.
 3. All cuts must be complete to count.
 4. The time for this event will stop when a team member on the team yells "Time!".
- D. Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:
1. Each incomplete cut: 30 seconds.

#17 Log Roll

- A. Description:** In Log Roll, three pairs of competitors will roll a log in sequence along a course as quickly as possible.
- B. Set-up:** The log roll event will have two pairs of stakes at either end of a course and a combination of posts and gates around and through which the log must be maneuvered in a prescribed manner. The log will be approximately 12' long. The women will use a lighter log of the same length. The stakes at either end of the course will be approximately 10' apart. Any type of peavy or cant-dog may be used.
- C. Procedure:**
1. At the start, the log will be in a marked position against the two stakes at the east end of the course.
 2. The first pair will roll the log around posts and through a gate to the west end of course and hit each of the stakes at that end. When the judge signals that both stakes have been hit, the second pair will roll the log back around the posts and through the gate to hit the two stakes at the east end. At the judge's signal the third pair will complete the same sequence as the first pair.
 3. To count as a hit, any part of the log must hit a stake. Each end of the log need hit only once. Hits do not have to be simultaneous.
 4. Crosshauling the log in the vicinity of the posts and gate is permitted.
- D. Scoring:** Each team's score will be determined by the elapsed time plus additional time for penalties as follows:
1. Competitors touching the log other than during their turn: 30 seconds.

#18. Team Pulp Throwing

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A. Description: In Team Pulp, team members will throw pulp sticks back and forth between two sets of stakes as quickly as possible.

B. Set-up: Two pulp throwing pits will be set up. The men's pit will have posts at the corners of a 4' x 20' rectangle, and the women's pit will have posts at the corners of a 4' x 15' rectangle. Each pit will have 4 relatively small sticks about 4' long. The pits will be filled with wood chips and will be raked smooth after each team throws.

C. Procedure:

1. Before the start, all four sticks will be placed at one end of the pit by the competitors. Three competitors will be at each end of the pit.
2. At the start, the first competitor will pick up and throw the four logs one at a time towards the other end, attempting to make them count as successful throws. A successful throw is one that results in the log lying between the two posts with the log showing on both sides of the posts after all four logs have been thrown.
3. The judges will keep a running tally of successful throws. If a log is knocked away from the scoring zone by a subsequent throw, the tally will reflect the new total.
4. The second competitor will pull all four logs behind the plane of the two stakes and then throw the logs back to the two original posts in exactly the same fashion. The third, fourth, fifth and sixth competitors will continue, and then the first one will begin again.
5. A contestant may not step across the line between the two stakes after he or she has begun throwing his or her four logs.
6. After one contestant has thrown his or her fourth log, the next contestant must wait until the judge calls out the number of successful throws before intentionally grabbing a log to throw it. The judges will call out the number as soon as the logs have stopped moving enough to make a difference or have gone past the end of the pit. One judge will be stationed at each end of the pit.
7. The time for this event will run until the 48th successful throw has landed, even if the 48th throw happens to land before a set of four throws is finished.

D. Scoring: Each team's score will be determined by the elapsed time, plus any additional time for penalties as follows:

1. Intentionally touching a log before the judge has called out the number of successful throws: 10 seconds per infraction.
2. Stepping across the line between the two stakes after beginning a sequence of four throws: 10 seconds for each infraction.
3. Failure to pull logs behind the plane of the stakes before a contestant begins throwing: 10 seconds for each infraction.

#19 Packboard Relay

A. Description: The purpose of this event is for each team to run a relay course carrying a packboard with a blanket and weight.

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B. Set-up: Each team supplies its own packboard without any load supporting extension of shelf, rope and a blanket (such that you would be willing to provide you warmth on a cold night) at least 4' by 4'. FLCC will supply the weights for the contest: 35 pounds for the men and 25 pounds for the women. Team captains will be shown the course. Captains will be responsible for showing the course to the rest of their team members.

C. Procedure:

1. Before the event begins, the rope, the blanket, the weight, and the packboard will be spread out on the ground behind the starting line. The rope must be free of knots and no items may be touching each other. The first contestant will be ready to start; the other five teammates will be at the exchange areas along the course.
2. At the starting signal the first person will wrap the weight with the blanket, lash these to the packboard and run to the first exchange area.
3. At the first exchange area, the second person will take the packboard and run to the next area. The process is continued until the sixth person crosses the finish line with the packboard and entire load.
4. The time for this event will stop when the sixth competitor and the packboard, the weight, the blanket, and the rope completely cross the finish line.
5. Only one person at a time may be touching the packboard or load except at an exchange area.

D. Scoring: The team score will be determined by the elapsed time taken to complete the course, plus any additional time for penalties as follows:

1. Runner not staying on the course: 5 minutes per infraction.
2. Crossing the finish line without the packboard, the blanket, the weight, the rope, or the sixth contestant: 5 minutes
3. Two or more people touching the packboard or load outside of an exchange area: 1 minute.
4. Load not supported by the pack frame (running with an arm load of unconsolidated blanket, weight, rope and pack frame): 1 minute
5. Interefering in any way with a competitor on the course. 1 minute for team responsible.

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